

FIRST COMICS
1982 **FIFTH ANNIVERSARY** 1987
MAR 1988
33
\$1.75 52.45 CANADA

BADGER™



© 1987 FIRST COMICS, INC.

zecc

WHO ARE THESE GUYS, ANYWAY?

The Badger is **Norbert Sykes**, a Vietnam veteran suffering from an extremely rare multiple personality disorder, which has its origins in childhood trauma. Seven great personalities in one. The personality most frequently inhabited by Norbert, indeed almost *exclusively preferred*, is the Badger, a self-styled crime fighter who rides the highways and by-ways of America, meting out bloody justice to jaywalkers, ticket scalpers, indifferent teenaged fast food clerks, in fact, *any damn body he feels like because he's CRAZY!*

Badger is an expert at hand-to-hand combat. He began his training in Shorin-ryu but has since gone on to master dozens of obscure, esoteric, arcane, not to mention obtruse martial arts, the likes of which you seldom hear about.

He can also talk to the animals — just like Dr. Doolittle, or Lorne Greene. Only Badger gets better results than Lorne Greene.

Badger lives with **Ham the Weather Wizard** in a castle south of Barneveld, Wisconsin. Ham and Badger met while both were inmates at a state mental hospital. Through cunning and chicanery, Ham has amassed a considerable fortune.

LAST ISSUE: Badger defeated the hordes of Hop Ling Sung — with a little assist from Ham and the spirit of a long-dead Celtic warrior. It was truly spectacular. You should have been there. Now Badger is off to the land down under to see the sights, drink beer and kick ass...

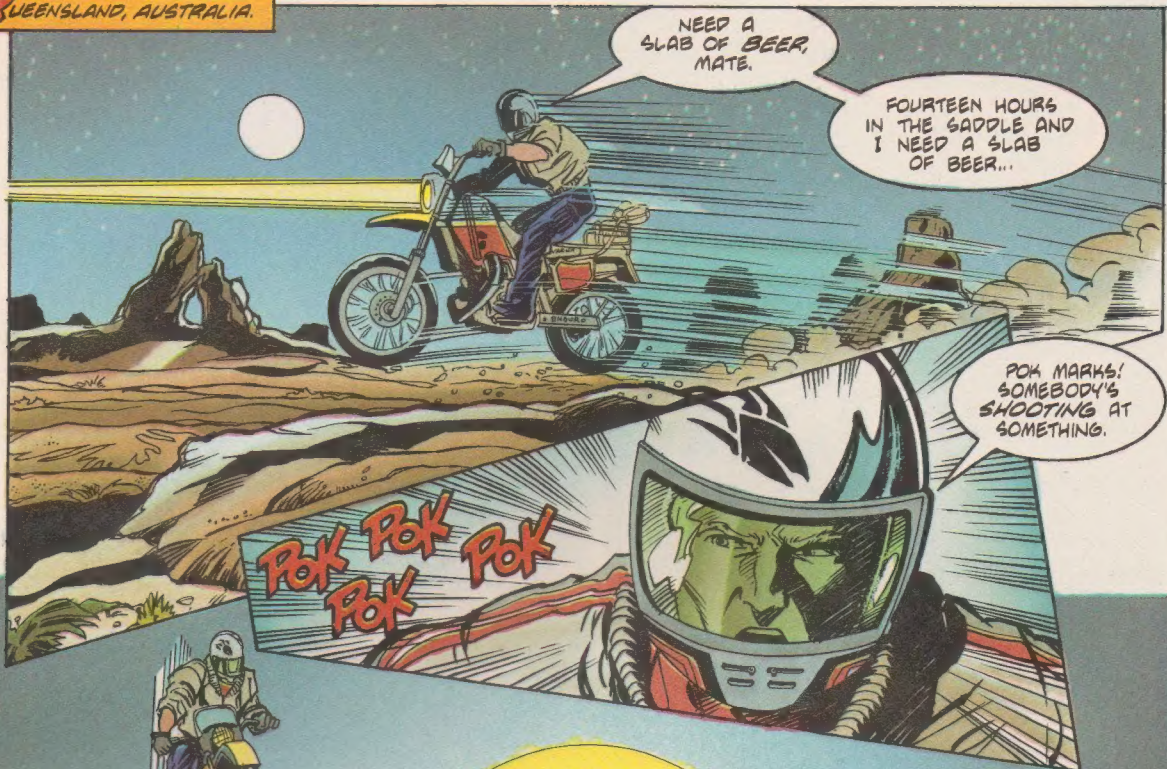
Rick Obadiah, Publisher
Kathy Kotsivas, Operations Dir.
Kurt Goldzung, Sales Mgr.
Ralph Musicant, Finance Dir.

Rick Oliver, Editorial Director
Alex Wald, Art Director
Rich Markow, Ed. Coordinator
Rick Taylor, Production Mgr.

BADGER™ Vol. 1, No. 33, March 1988. Published by FIRST COMICS, INC., OFFICE OF PUBLICATION: 435 N. LaSalle, Chicago IL 60610. Published monthly. Copyright © 1987 First Comics, Inc. All rights reserved. Price: \$1.75 in the U.S. Subscription rates for twelve issues: \$21.00 in the U.S., \$23.00 in Canada, and \$40.00 foreign rate. All payments must be in U.S. funds. The stories, incidents, and characters mentioned in this publication are entirely fictional. No actual person, living or dead, without satiric content; are intended or should be inferred. The Badger, Clonezone and all prominent characters featured in this issue are trademarks of First Comics, Inc. Printed in the U.S.A. **POSTMASTER:** Send address changed to **Badger**, c/o First Comics, Inc., 435 N. LaSalle, Chicago IL 60610.

A FIRST COMICS PUBLISHING PRODUCTION

FIRST
COMICS

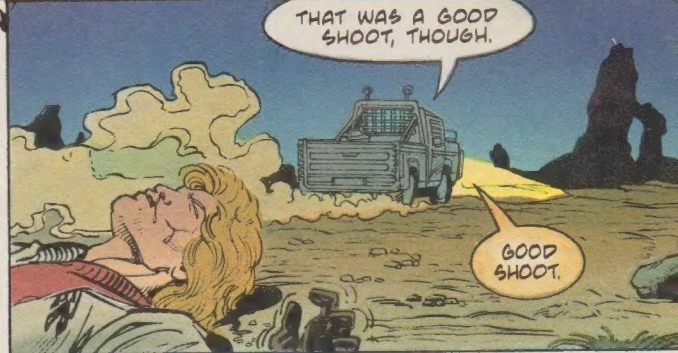


mike baron ron lim art nichols willie schubert ray murtaugh rick oliver
script pencils inks letters colors edits

KID KANG!







THE WILD BUNCH,
SHANE, UM, MAN WHO SHOT
LIBERTY VALANCE...

...GUNFIGHT
AT OKAY CORAL,
RIDE THE HIGH
COUNTRY (LUNGH!)
GEE, THAT'S TWO FOR
PECKINPAH...

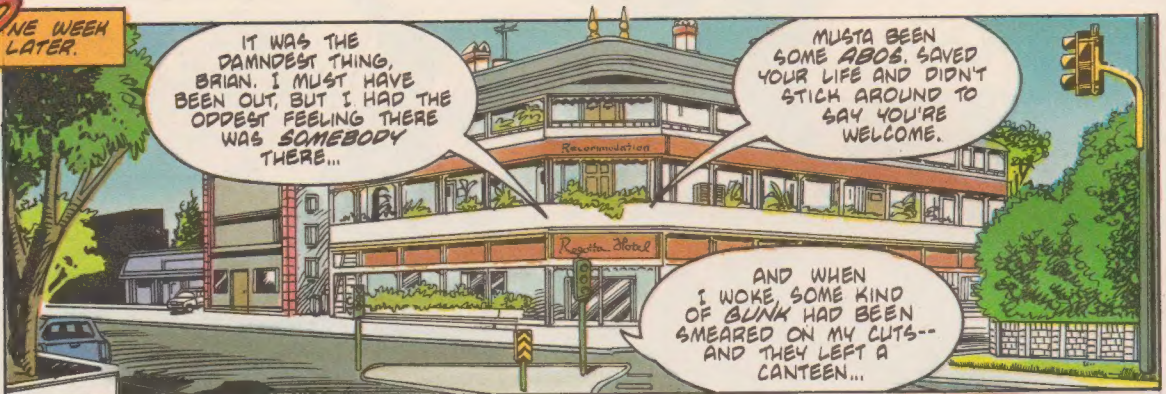
HEY BUDDY,
CAN YOU HELP ME OUT?
I'M TRYING TO THINK OF
THE TEN GREATEST
WESTERNS...

PLOP

HEY BUDDY...

PORSCHE

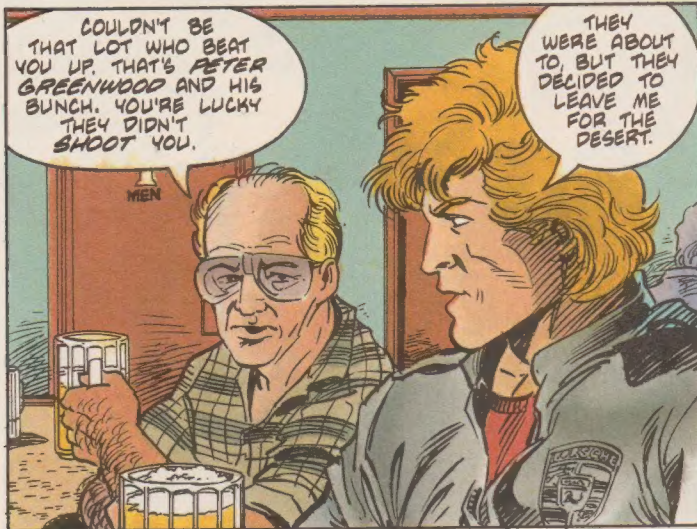
ONE WEEK
LATER.



IT WAS THE DAMNDEST THING, BRIAN. I MUST HAVE BEEN OUT, BUT I HAD THE ODDEST FEELING THERE WAS **SOMEBODY** THERE...

MUSTA BEEN SOME ABOS. SAVED YOUR LIFE AND DIDN'T STICK AROUND TO SAY YOU'RE WELCOME.

AND WHEN I WOKE, SOME KIND OF **GLUNK** HAD BEEN SMEARED ON MY CUTS-- AND THEY LEFT A CANTEN...



COULDN'T BE THAT LOT WHO BEAT YOU UP. THAT'S **PETER GREENWOOD** AND HIS BUNCH. YOU'RE LUCKY THEY DIDN'T SHOOT YOU.

THEY WERE ABOUT TO, BUT THEY DECIDED TO LEAVE ME FOR THE DESERT.



THOUGHT I WAS **KID KANG...**

THAT'S A GOOD ONE. S'POSED TO BE SOME KIND OF ANIMAL **BRUCE LEE**, OUT TO **AVENGE** THE **KANGAROOS**.

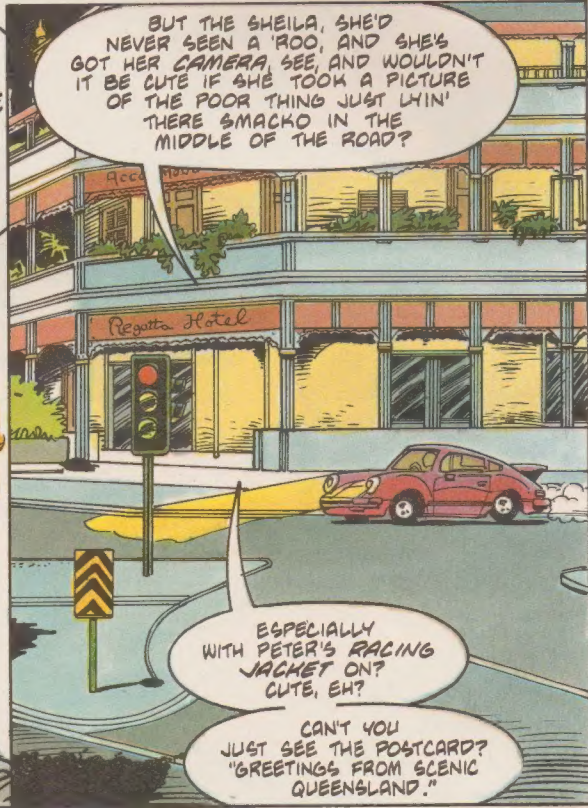
THOSE GUYS HATE **KANGAROOS**, DON'T THEY?

PETER GREENWOOD HATES **KANGAROOS**! **BLOODY HATES 'EM!** DON'T YOU KNOW THE STORY?



SEEMS HE SAVED UP A LONG TIME TO BUY A NEW **PORSCHE** 911. GOES DRIVING OUT IN THE COUNTRY SHOWIN' OFF FOR THIS **AMERICAN SHEILA**.

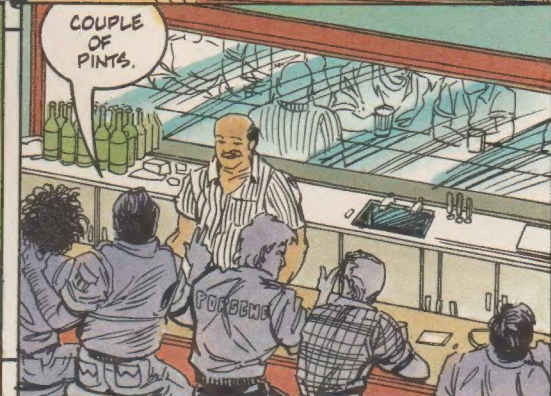
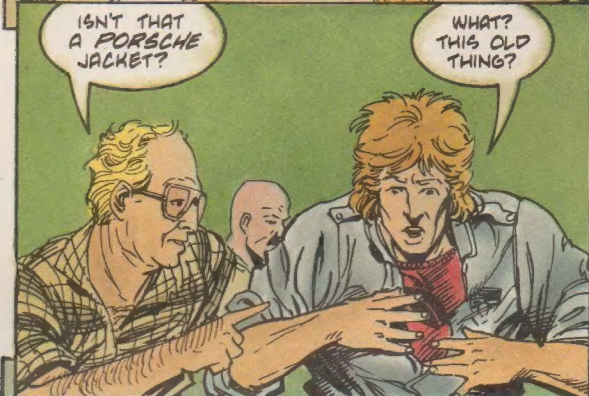
HE'S DRIVIN' TO BEAT THE BAND WHEN ALL OF A SUDDEN, A HUGE **BLOODY 'ROO** DROPS OUT OF **NOWHERE**, RIGHT IN FRONT OF THE **PORSCHE!** HE **HITS** THE 'ROO, **KNOCKS** IT ARSE OVER **TEAKETTLE**. **BLOODY MESS**, **STOVE** THE **PORSCHE** RIGHT IN.



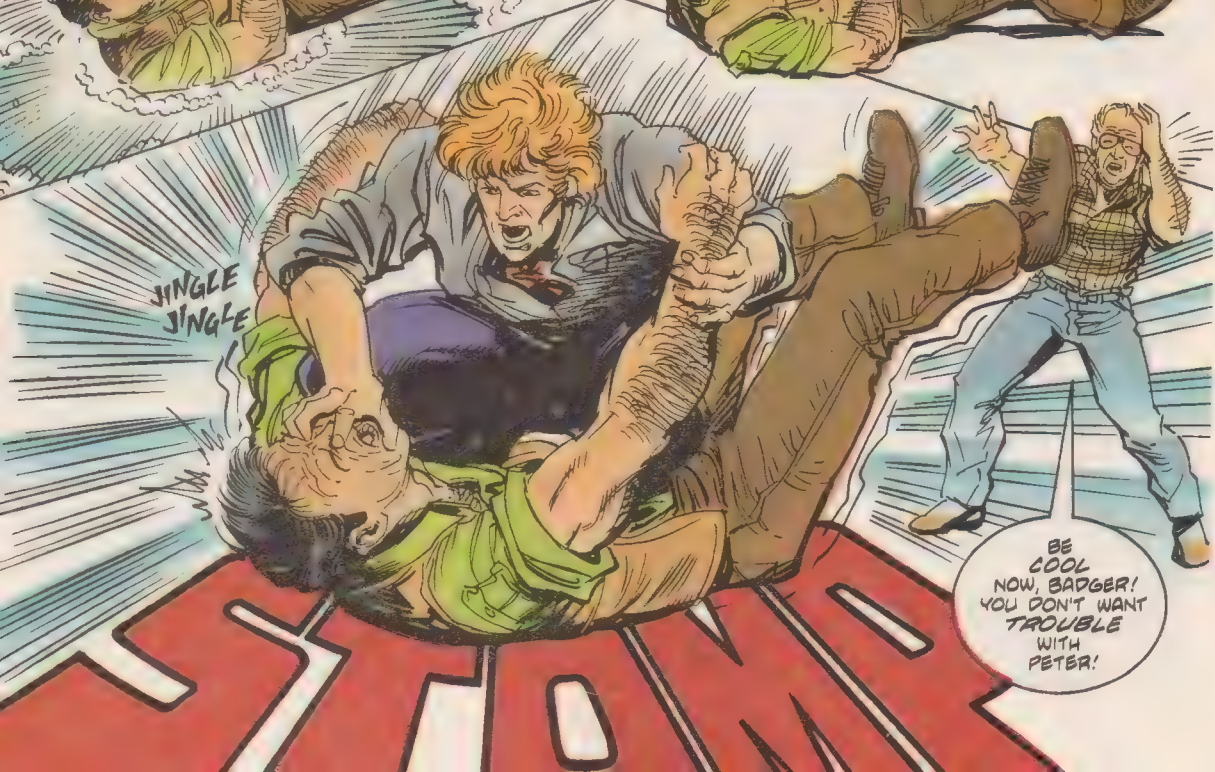
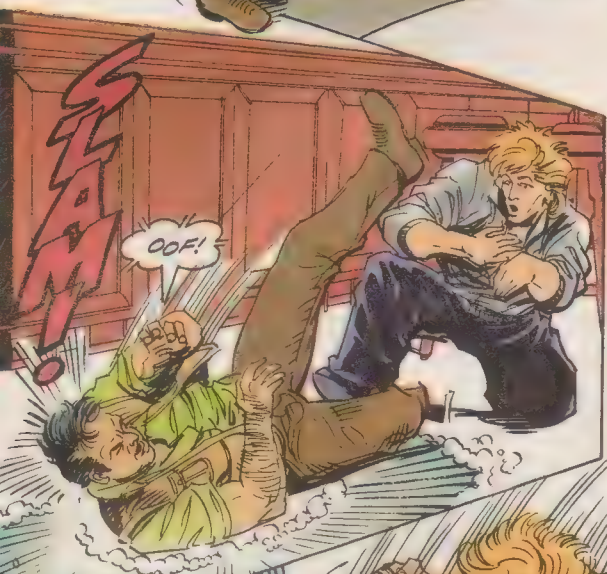
BUT THE **SHEILA**, SHE'D NEVER SEEN A 'ROO, AND SHE'S GOT HER **CAMERA**, SEE, AND WOULDN'T IT BE **CUTE** IF SHE TOOK A PICTURE OF THE **POOR** THING JUST WHIN' THERE **SMACKO** IN THE MIDDLE OF THE ROAD?

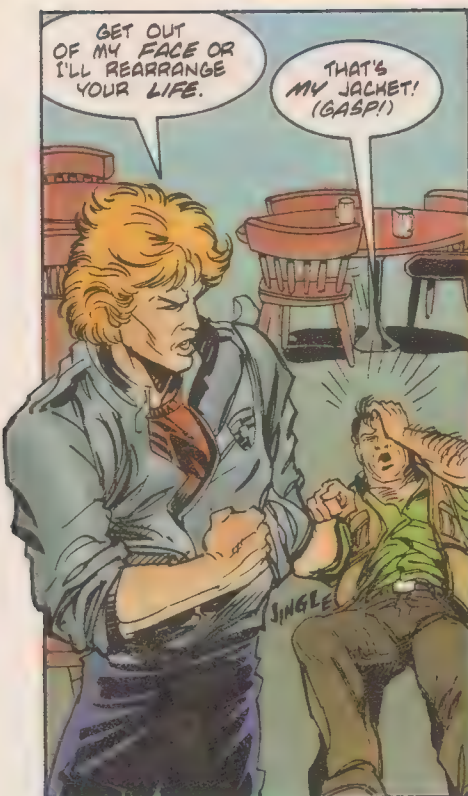
ESPECIALLY WITH **PETER'S RACING JACKET** ON? **CUTE, EH?**

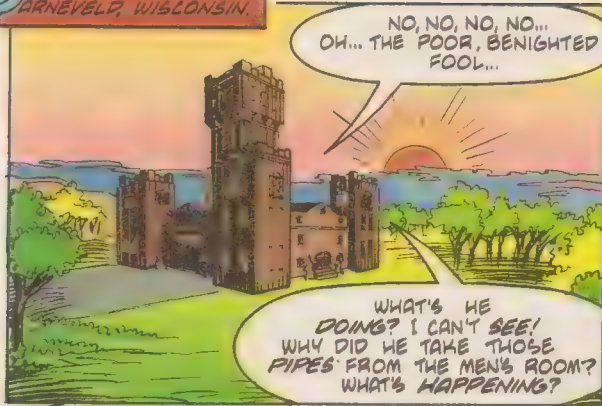
CAN'T YOU JUST SEE THE **POSTCARD**? "**GREETINGS FROM SCENIC QUEENSLAND.**"



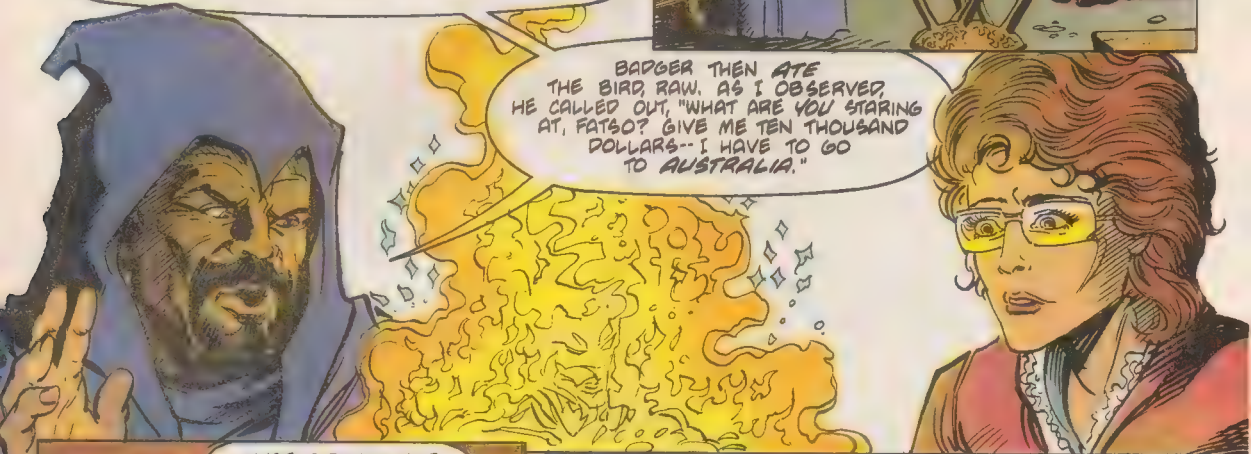
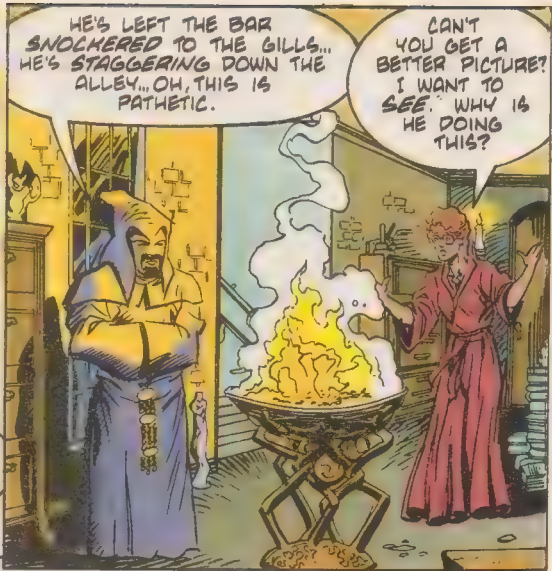








MY DEAR, THE BADGER'S WAYS
ARE A MYSTERY TO ME. BUT TWO WEEKS
AGO, HE RECEIVED A KOOHABURRA IN HIS CHAMBERS.
THEY HAD A FURIOUS CONVERSATION. EXHAUSTED,
THE BIRD DROPPED DEAD.



KEVIN EASTMAN

PETER LAIRD

DAVE SIM

TURTLES

CEREBUS

FULL COLOR

128 PAGES

TEENAGE MUTANT NINJA

TURTLES

BOOK III

\$9.95

FROM FIRST COMICS

IN DECEMBER

**WHAT MORE COULD
YOU ASK FOR?**

Teenage Mutant Ninja Turtles: A TM & © 1991 Mirage Studios
Cerebus: A TM & © 1991 Dave Sim
Teenage Mutant Ninja Turtles: TM & © 1991 TM Licensing

FIRST
GRAPHIC NOVEL

W H I S P E R

N U M B E R T W E L V E

ORIGINAL ARTIST RICH LARSON

JOINS CREATOR/WRITER STEVEN GRANT

FOR A SPECIAL CHRISTMAS ISSUE!

YOUR
LUCKY
NUMBER

COVER BY

BILL

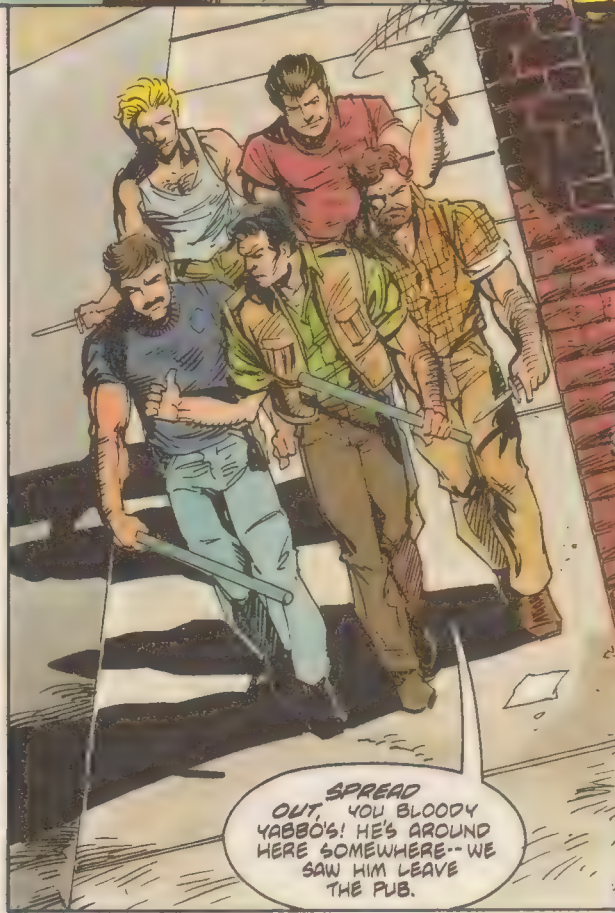
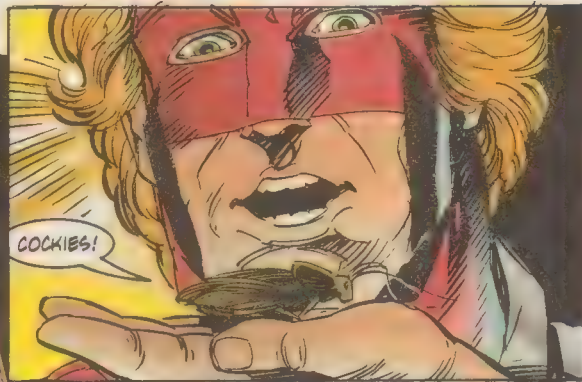
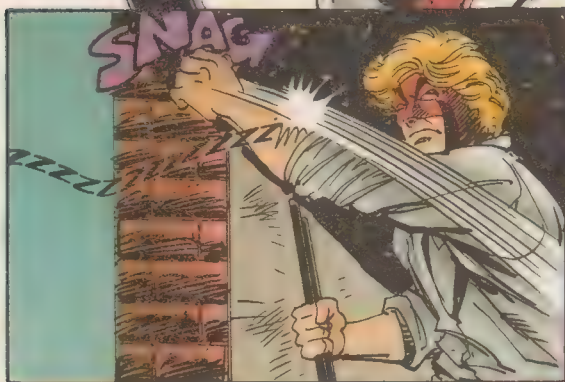
SIENKIEWICZ

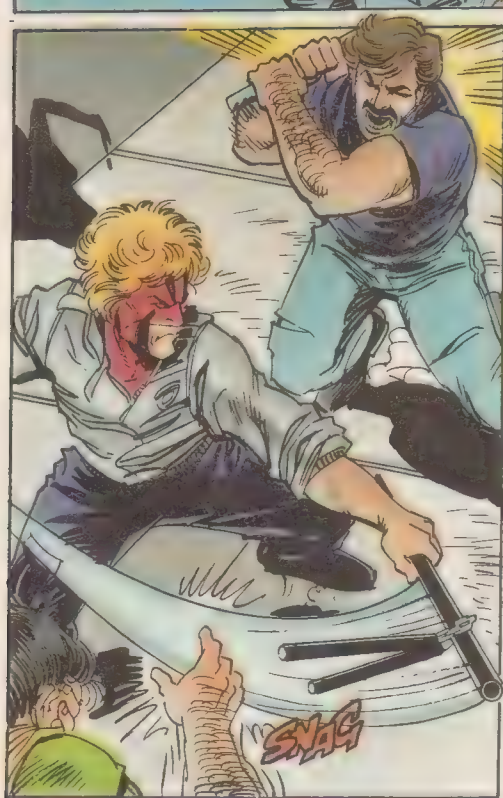
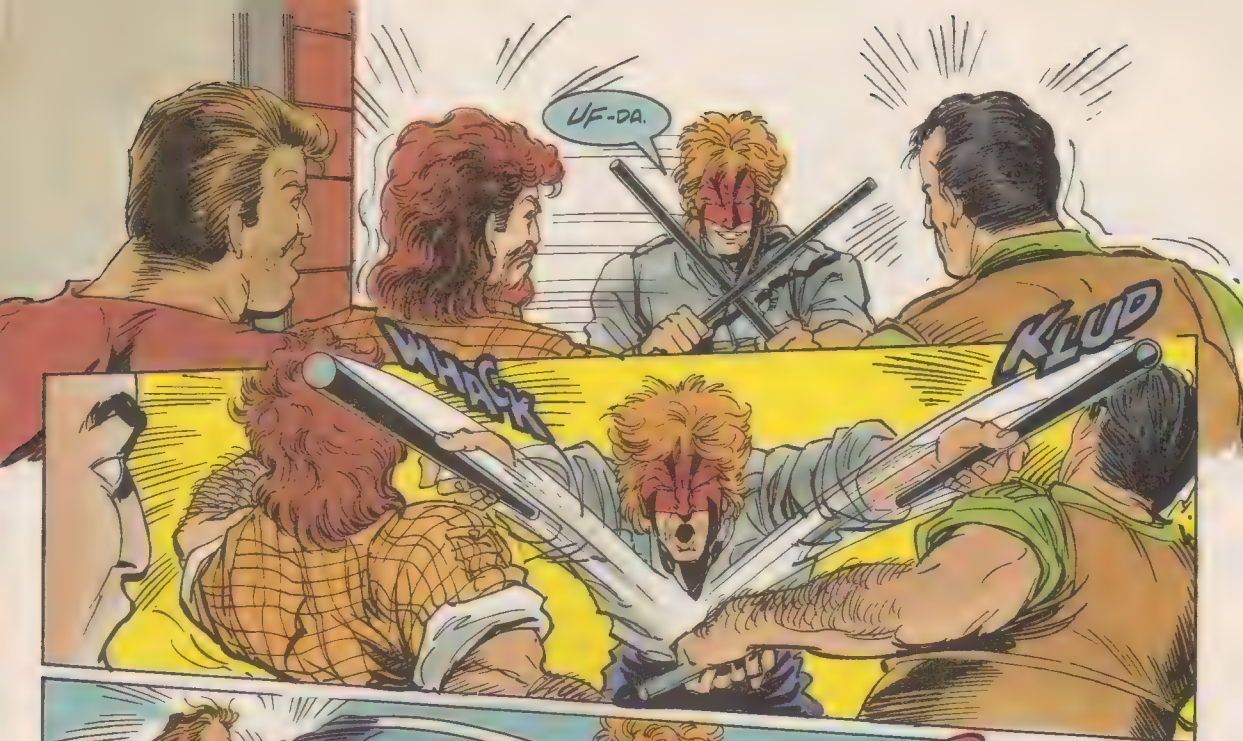


COMING IN DECEMBER FROM FIRST. COUNT ON US.

© 1987 FIRST COMICS, INC.









SNAP!

OW!

GOT HIM!

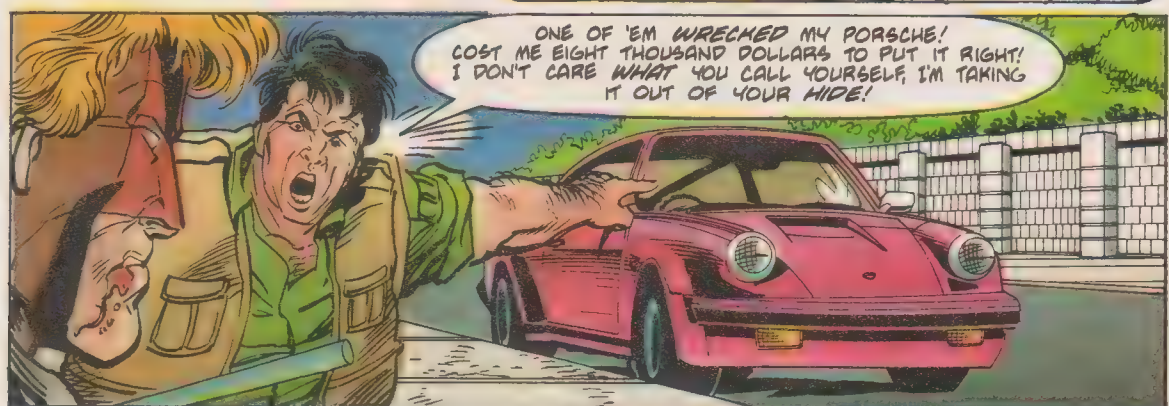
THERE ARE MORE OF YOU THAN MEETS THE EYE...

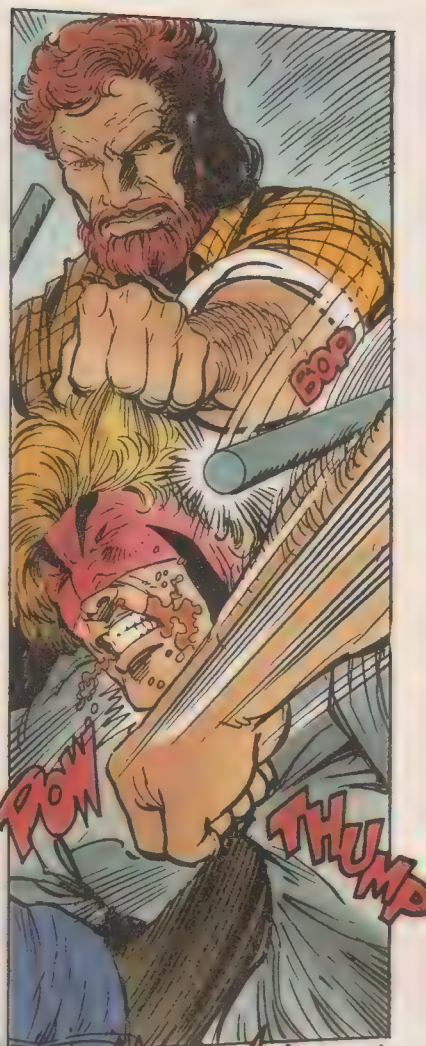
SPLAM!

WHOP

YOU SHOULDN'T A COME TO BRISBANE, MATE...

SO COME ON--(PANT-PANT) LET'S HAVE THE BLOODBATH NOW AND GET IT OVER WITH--







**KID
KANG!**

A NUMBER YOU'LL NEVER FORGET

HOWARD CHAYKIN'S

AMERICAN FLAGG!

NUMBER

ONE!

a new year.

a new beginning.

a new series.

Coming in
January
from



A NUMBER OF REASONS

TO
GET
THE

MUNDEN'S BAR

ANNUAL

Now Appearing:
anti-
SOCIALMAN

mike
BARON

hilary
BARTA

brian
BOLLAND

clone-
ZONE

del
CLOSE

matt
FEAZELL

fish
POLICE

steve
MONCUSE

jerry
ORDWAY

john
OSTRANDER

steve
RUDE

joe
STATON

3 New
Stories

3 Classic
Favorites

10 Great
Writers
and Artists

48
Full-Color
Pages

All
for only
\$2.95

Coming in December from

FIRST
COMICS



SPRING!

ALL RIGHT!

CRACK!

PORSCHE

SNAP

WHAM!

WHACK!

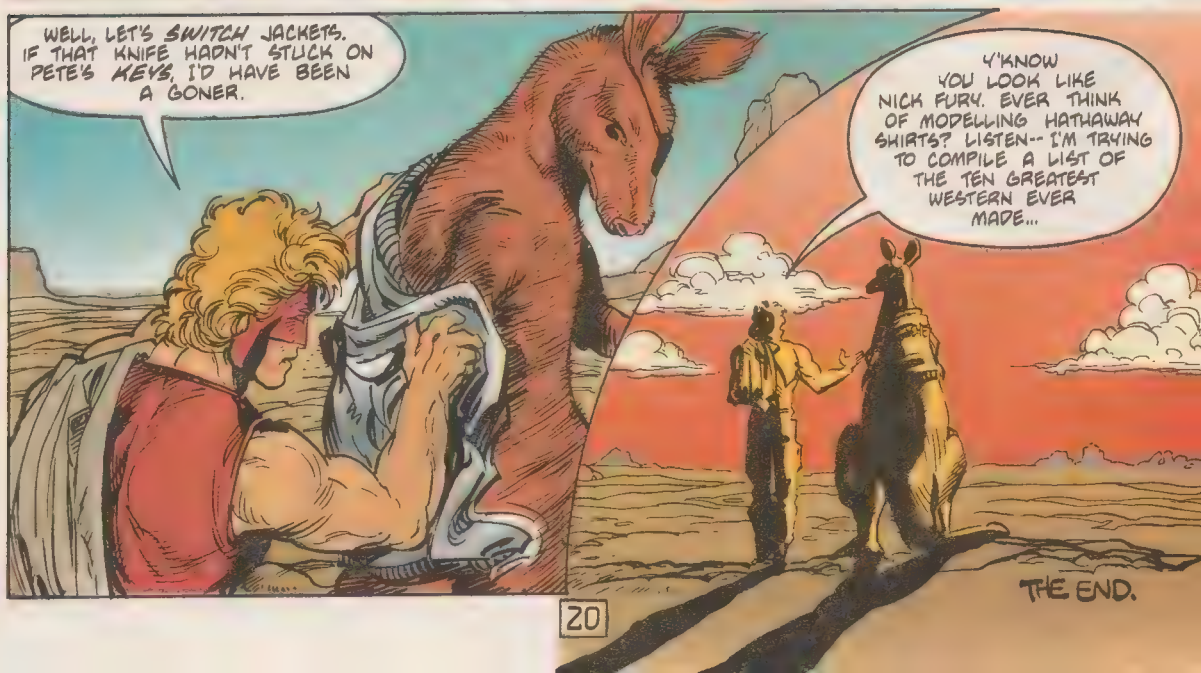
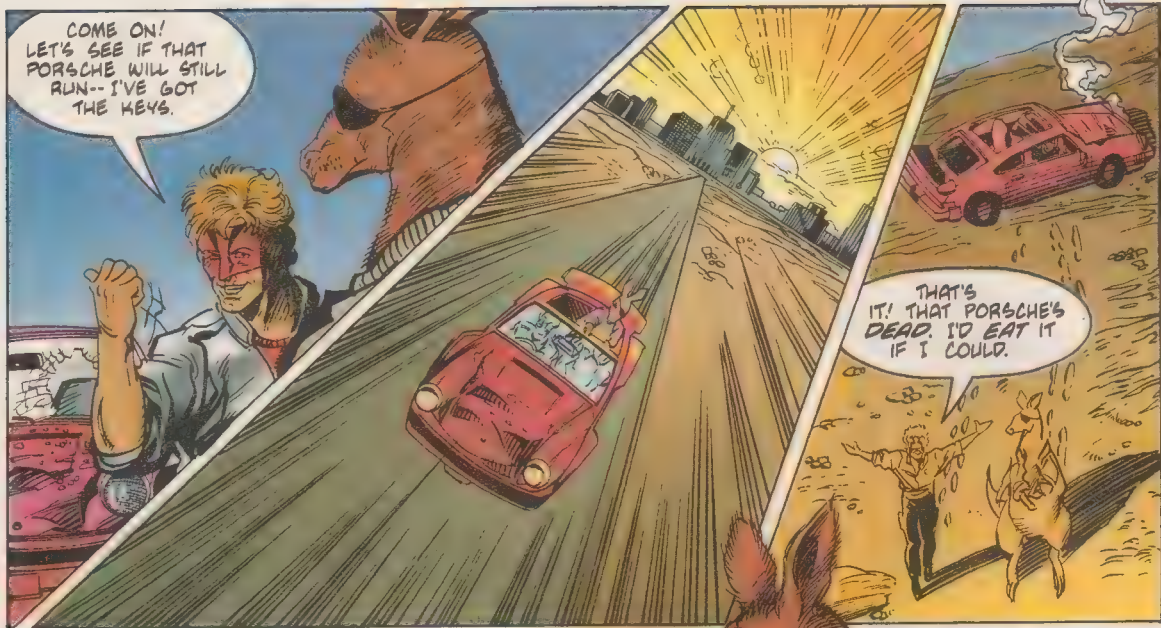
WHACK!

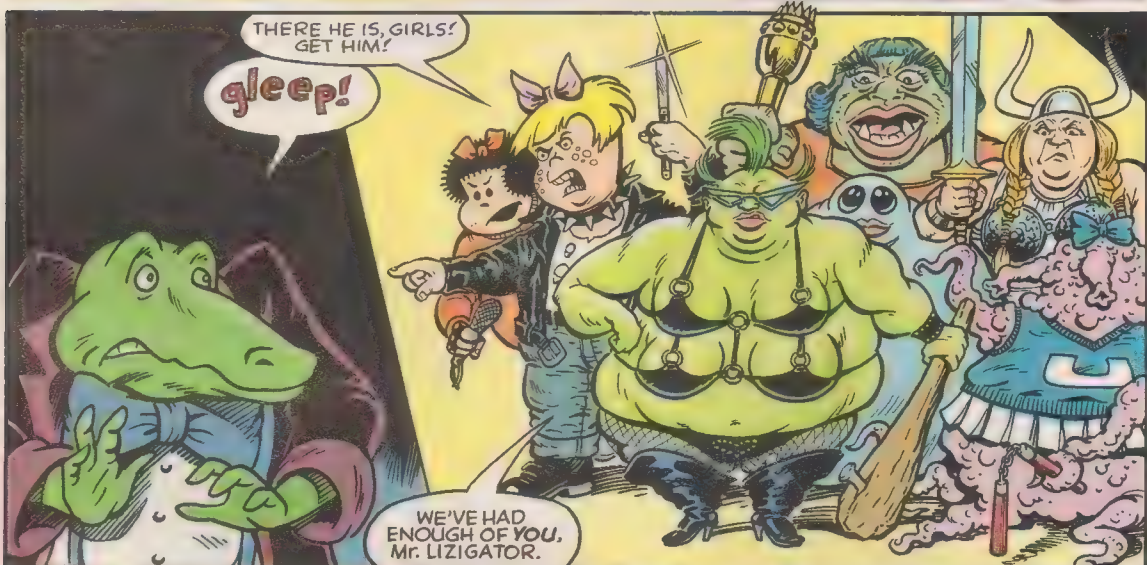
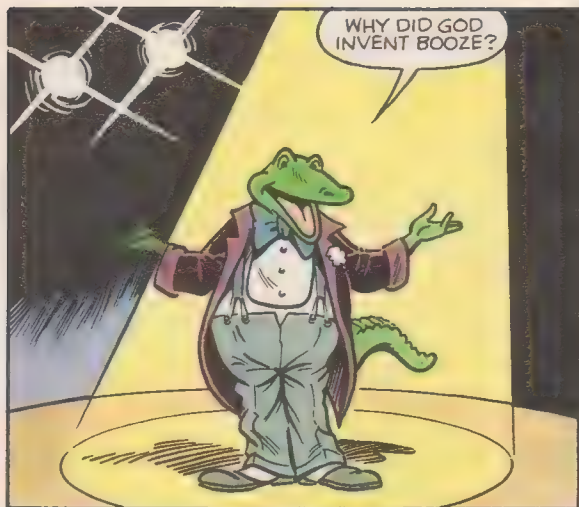
GET DOWN!

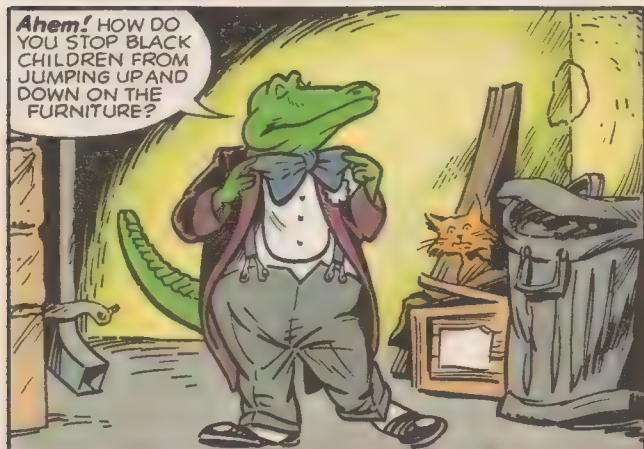
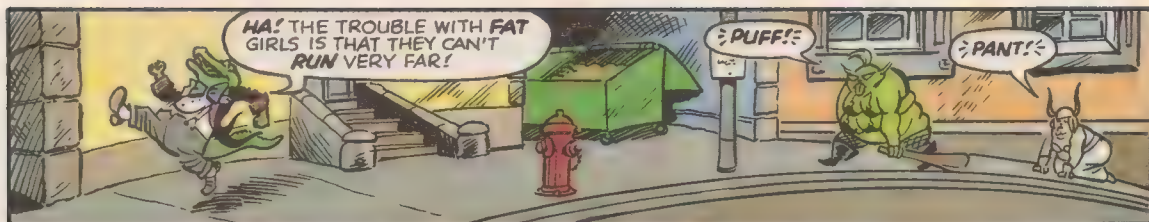
KICK ASS!

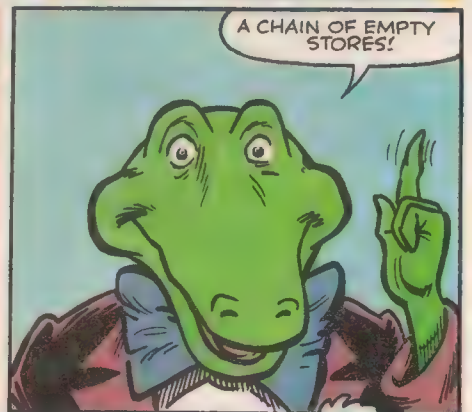
BOOM!

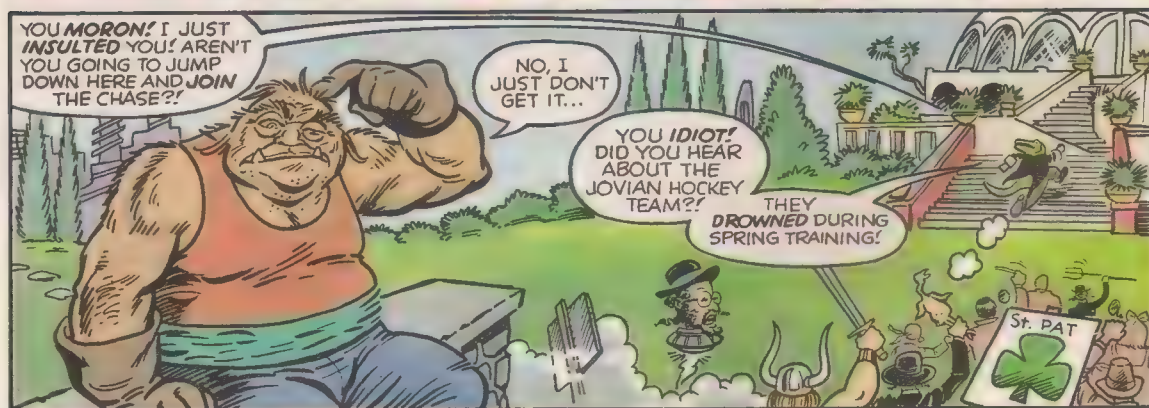
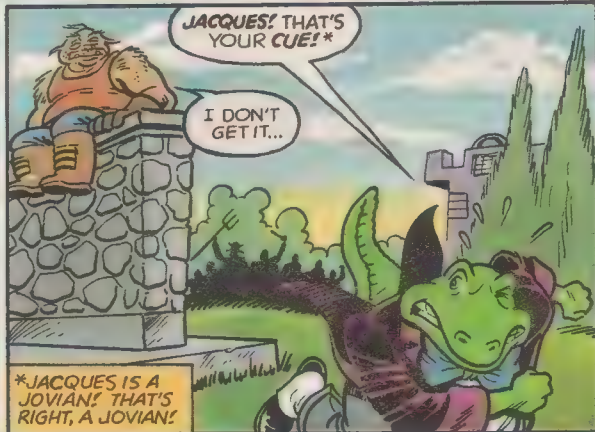
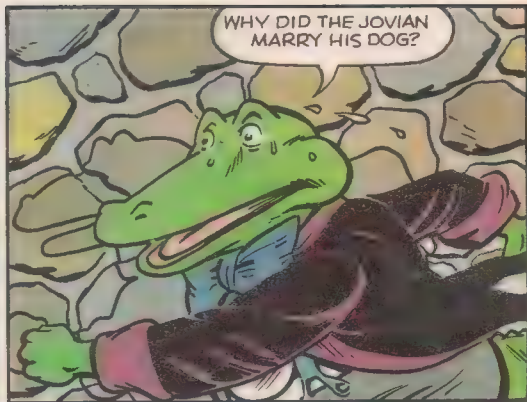
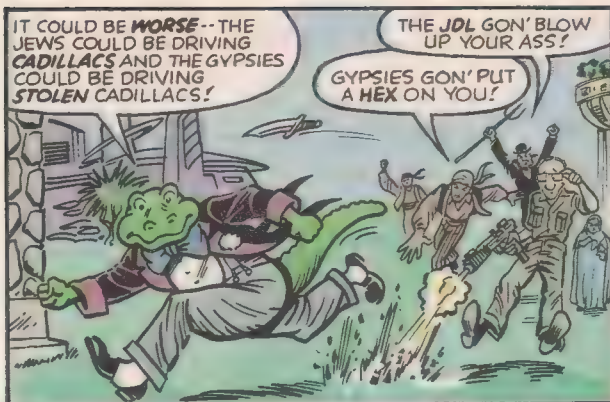
BOOM!

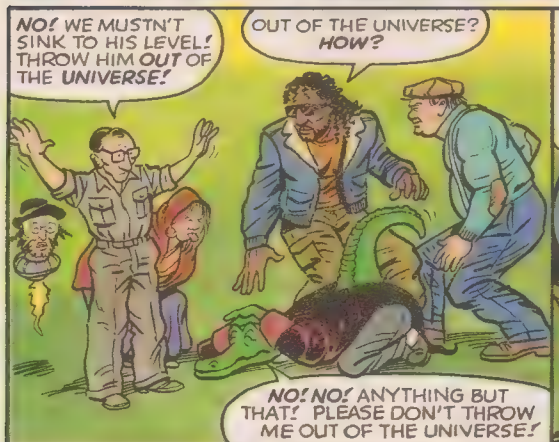
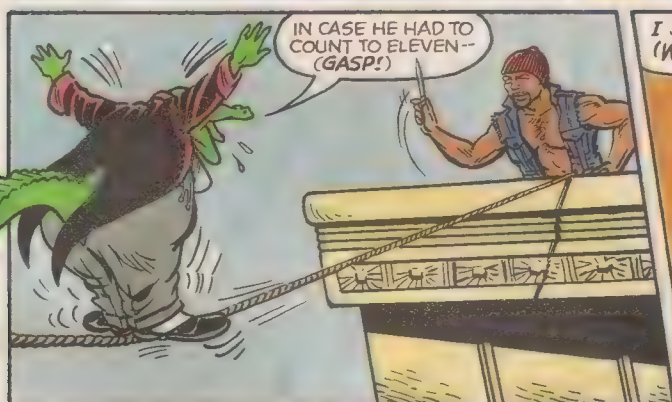
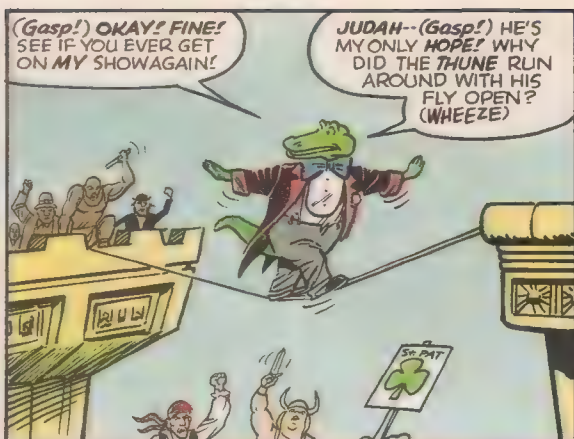


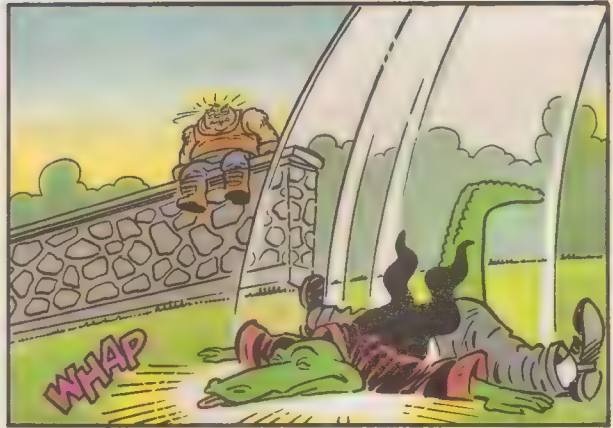
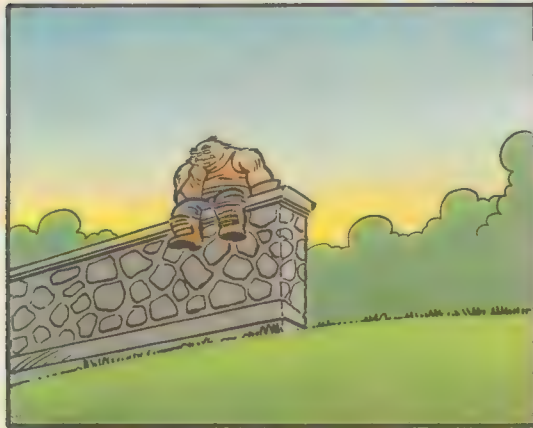












Dear LARRY,:

C/O FIRST COMICS
435 N. LASALLE
CHICAGO IL
60610

Dear Larry,

Negative Kung? Again? Understand, I have nothing against the use of this in The Badger #30, but it didn't seem quite as original since it was used a couple of months back in Flash Annual #1. I know, I know, Mike writes both series, but I'm concerned that, with all the things he's writing these days, he may be inadvertently swiping his own ideas. Oh, well. The story was still enjoyable.

Clonezone! Great! Fabulous! "Rocky LXVIX" was another masterpiece and will undoubtedly anger those Clonezone-haters even more. Good. That's what they get for lack of taste. But, hey, isn't that Roman numeral in the title wrong? LXVIX? is that correct usage of the Roman numerical system? (I don't know, I never studied it.)

Hey, this issue didn't take place in Madison! Gosh darn it, what's the use in living up here if Badger's not around anymore? Oh, for the good old days when Badger would patrol the streets of the Mad City, delivering justice to duck-beaters and obnoxious jerks on State Street. Now he's traveling around all the time and we're lucky if we even get Fred the Wonder Guppy to keep the streets safe for normal, everyday guys like yours truly.

If you give Clonezone his own book, you can have a Badger back-up story in each issue to force the Zonebusters to buy it!

T.J. Campbell
1225 Bary Ridge Road
Madison, WI 53716

Dear Mike,

Dim Mak, Dim Mak, Dim Mak. What the bloody blazes is it with all this Death Touch schmaltz? You use Negative Kung as a plot device in Ginger Fox. You based a whole Flash annual around the use of the Death Touch. Now the Badge gets zapped with the Dim Mak. What's next? "This calls for hyper-kung"? The Punisher, Sonic Disrupters, and the Robotech Masters all slapping each other's chests with open hands? Is Dim Mak to become as much a Baron trademark as declaratory sentences?

For Larry's sake, Mike, motif is one thing, repetition is quite another. Please give your Dim Mak plotline the Death Touch, and get back to Badger whompin' animal bashers! Bundolo!

Danny Barer
Hastings College of the Law
100 McAllister Street #1225
San Francisco, CA 94102

Dear Larry,

Some of your readers were keen to observe that in Badger #23 Our Hero shot the evil, mean, and nasty insurance demon four times, but apparently Bob had a good degree of generosity in him 'cos he provided the Badger with an extra bullet hole in his own chest (and then deciding that wasn't enough, Bob magicked a free sixth hole in his own bod to boot!). Yow!

Now, working on that same chain of logic, I propose that the cow you portrayed being blown to Oz by Ham's pet tornado in Badger #2 (pg. 4, panel 7) was

also an IBOB demon, as evidenced by its possessing six teats on its udder instead of the normal four! More demon stuff!! IBOB agents are everywhere!!!

P.S. WHO THE VERBING NOUN IS FRED THE WONDER GUPPY?!?!?

Cherry E. Suzuki
100 York Street #11-H
New Haven, CT 06511

Dear Mike (and only Mike, well maybe Rick too),

The image of the Badger lately has transformed from a master combatant to a spunky energetic teenage punk. The physical appearance follows in addition. Every issue, the appearance of Norbert, or the Badger, seems to be getting younger looking. If there was a suitable explanation, fine, but please, a psychotic Vietnam war veteran should not have the appearance of a teenage college student. And also Ham's few appearances, say driving a Lambourghini or whatever, leave much to be desired, and developed, about the "new" Ham. The adventures of Badger all lead to a certain origin, which so far seems to replicate a very bad Japanese Kung Fu flick, a badly cast one, too. Fine, Badger can fight minions of great Kung Fu masters, but punk rockers wielding the awesome negative Kung power is little ridiculous. If Badger is to have ongoing conflicts with the Masters of Kung Fu, have them with foes that represent these masters, not just over stuffed personalities of

"I'm always a little put-off with multi-part stories because they usually go on and on and on and on and on like the refrain to a Stevie Nicks song until the whole purpose of the story is lost."

young toughs, in studded leather armor.

Mike Baron does produce great work, but not trying and having fun on *Badger* is not helping its popularity, and my enthusiasm. I am well inclined that the earth does not revolve around my wants and needs, as my brother would say, but I am justly exposing my opinions, as you ask your readers to. Much is to be said about the needed progress of the *Badger*, but I am sure you get the picture. Once again, save Reinhold, and put some life and spice back into the stories of *Badger*,

Thank you for taking my opinions into consideration.

Jonathan Romano
Somewhere in California

Dear Larry, Mike, Bill, Rick, and Warren Oates,

Last week I read the January 1966 issue of *Popular Science* (the one that explains how the inventions in the James Bond movie "Thunderball" really work), three newspapers, a seed catalogue, assorted junk mail, three chapters of L. Neil Smith's *The Probability Broach*, the warning label on a bottle of generic aspirin, and issue #30 of the *Badger*. I think the *Badger* was far more entertaining than either the seed catalogue or the warning label, a lot funnier than the newspapers, more profusely illustrated than the Smith novel, more relevant than the issue of *Pop-Sci*, and I put the *Badger* issue in a plastic bag and saved it, instead of putting it in a plastic

bag and leaving it outdoors on the curb like I did with the junk mail. Overall, I think the *Badger* compared rather well to the rest of my weekly reading material, which should make you swell with pride.

I'm always a little put-off with multi-part stories because they usually go on and on and on and on and on like the refrain to a Stevie Nicks song until the whole purpose of the story is lost. However, I'm willing to gamble (and I've been given five-to-two odds by local bookmakers) that this multi-part *Badger* epic will be really interesting. Since the original purpose of the story is a quest to save *Badger's* life, I don't think you'll lose the purpose of the story since he'll die if you forget what you're doing.

Why, pray tell, does the *Badger* have to go to the south China Sea to remove the negative Kung? Doesn't Ham have a bottle of all-purpose Kung-remover in his bag of tricks? One would think any wizard worth his weight in rattlesnake meat would be able to remove a negative kung infection.

I also hope that during this adventure Riley doesn't get killed. I know that in this series that doesn't mean Riley won't return even if he does die (so far it hasn't stopped Warren Oates, W.C. or Liberace), but I still think Riley should stay on this side of death's door because, if nothing else, it is a novelty to see the *Badger* have a prolonged conversation with someone who is currently alive.

Speaking of the living and the

dead, do you suppose in a future issue you could feature an all-death battle of the bands? If so, will you sell concert tickets and t-shirts?

I hope the *Badger* comes out of his present crisis intact. Why do I get the feeling that the mysterious Hop Ling Sung is actually Clonezone who is trying to kill *Badger* so he can have the book all to himself?

T.E. Pouncey
2356 Mascot
Wichita, KS 67208



NEXT MONTH: Another boffo issue of *Badger* by Mike Baron, Ron Lim, and Jay Geldhof. Another bang-up cover by Mike Zeck. And, oh yeah, another Clonezone story.

— Rick Oliver

HOLIDAY IDEAS FROM FIRST COMICS AND

GRAPHITTI DESIGNS

DELUXE HARDCOVER EDITIONS • SIGNED AND NUMBERED
NEW ILLUSTRATIONS • DUST JACKET SMYTHE-SEWN BINDING • SIGNATURE PAGE



\$35.95

ELRIC SAILOR ON THE
SEAS OF FATE
BY THOMAS, GILBERT, FREEMAN

\$35.95



AMERICAN FLAGG!
SOUTHERN COMFORT
BY HOWARD CHAYKIN

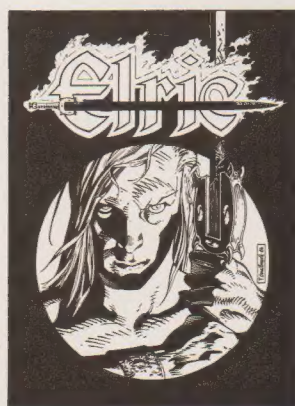


\$10.95 II

**LONE
WOLF & CUB**

- 100% COTTON HEAVYWEIGHT SHIRTS
- SCREEN PRINT DESIGN

\$35.95



ELRIC OF
MELNIBONE
BY RUSSELL, THOMAS, GILBERT

Graphitti
TM
DESIGNS

1140 N. KRAEMER BLVD., UNIT B
ANAHEIM, CA 92806

POSTAGE & HANDLING
UP TO \$5.99 ADD\$1.00
\$6.00 TO \$15.99 ADD\$1.50
\$16.00 TO \$19.99 ADD\$2.00
\$20.00 TO \$28.99 ADD\$2.50
\$29.00 AND UP ADD\$3.00

PLEASE ALLOW 2 WEEKS FOR PERSONAL CHECKS TO CLEAR
CANADA: ADD \$1.00 EXTRA FOR POSTAGE. FOREIGN: ADD \$2.00

AVAILABLE FROM DISTRIBUTORS AND COMIC SHOPS EVERYWHERE

QUANTITY		TOTAL
	AMERICAN FLAGG! SOUTHERN COMFORT	35.95
	ELRIC: SAILOR ON THE SEAS OF FATE	35.95
	ELRIC OF MELNIBONE	35.95
	LONE WOLF SHIRT I S-M-L-XL	10.95
	LONE WOLF SHIRT II S-M-L-XL	10.95
	CA RESIDENTS ADD 6% SALES TAX	
	POSTAGE AND HANDLING	
	TOTAL	

NAME _____

STREET _____

CITY _____ STATE _____ ZIP _____

HERE IT COMES!



West End Games proudly announces the release of the first three products in our exciting new *Star Wars* game line — *Star Wars: The Roleplaying Game*, *The Star Wars Sourcebook*, and *Star Warriors*.

Featuring West End's hallmarks — innovative design, easy to learn rules, and stunning graphic presentation — these games recreate the vast scope and sweeping power of the greatest space fantasy of all time! Enter the exciting universe of *Star Wars*, *The Empire Strikes Back*, and *Return of the Jedi* — a universe of huge starships, cunning villains, courageous heroes, bizarre aliens and Droids, of swashbuckling smugglers and beautiful princesses — where Good battles Evil, and the fate of the Galaxy lies in your hands!

Star Wars: The Roleplaying Game (Available Mid-October)

Everything you need to play *Star Wars: The*

Roleplaying Game is contained in one book! A game simple enough for novices, yet detailed enough to satisfy even the most avid fan, *Star Wars: The Roleplaying Game* includes an introduction to roleplaying, a solitaire adventure, and a ready-to-play multi-player adventure!

• 144-page hardcover book, 16 full-color pages. \$14.95

Star Warriors (Available Mid-October)

Now you can fly X-wings, the *Millennium Falcon*, TIE fighters, Star Destroyers, *Slave I*, and other starships the way they flew in the movies! This simple to learn yet highly accurate game allows you to recreate the great space battles from the movies — the *Millennium Falcon* vs. Imperial TIE fighters in the asteroid storm, Luke's attack on the Death Star, and many more — or you can pick ships, choose pilots, and create your own

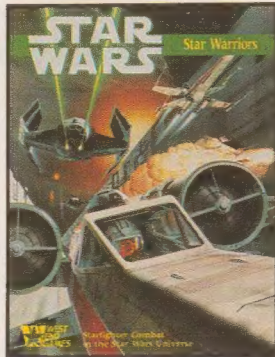
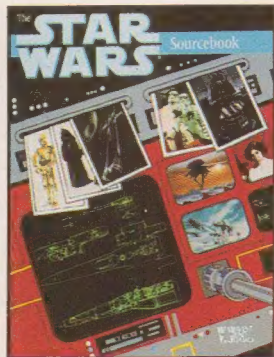
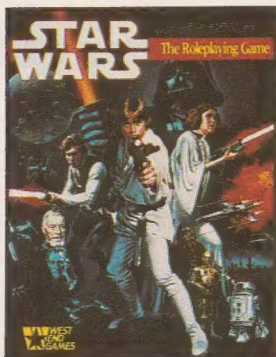
battles! *Star Warriors* can be played with *Star Wars: The Roleplaying Game*, or on its own.

• Boxed game: full-color map, rules book, 180 colorful playing pieces, ship stat sheets, combat action chart, asteroid/Star Destroyer cut-outs, and six dice. \$19.95

The Star Wars Sourcebook (Available Early November)

A wealth of useful and fascinating information on the *Star Wars* universe! *The Star Wars Sourcebook* contains detailed descriptions, illustrations, background material, and performance statistics for starships, aliens, Rebel and Imperial forces, vehicles, weapons, and the movie heroes and villains! Invaluable for players of the roleplaying game — and for all *Star Wars* enthusiasts!

• 144-page hardcover book, printed 2-colors throughout. \$14.95



251 West 30th Street
New York, NY 10001